

WHAT IS CLAIMED IS:

1. A method for communicating a gaming machine's past payouts to a player, comprising:

tracking gaming machine payout data;

storing a record of the payout data in memory accessible by the gaming machine; and communicating to the player a report derived from the record.

2. The method of claim 1, in which tracking gaming machine payout data comprises tracking winning events.

3. The method of claim 1, in which tracking gaming machine payout data comprises tracking the frequency of winning events in a selected time period.

4. The method of claim 1, in which tracking gaming machine payout data comprises tracking particular hand types.

5. The method of claim 1, in which tracking gaming machine payout data further comprises:

tracking the gaming machine's typical payout data;

selecting a time period; and

comparing the gaming machine's typical payout data to the machine's payout data for the selected time period.

6. The method of claim 1, in which communicating to the player a report comprises communicating a visual report.

7. The method of claim 6, in which the visual report is communicated through a display associated with the gaming machine.

8. The method of claim 6, in which the visual report is communicated through a terminal remote from the gaming machine.

9. The method of claim 1, in which the visual report is printed.

10. The method of claim 9, in which the visual report is printed at the gaming machine.

11. The method of claim 9, in which the report is printed remote from the gaming machine.

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12. The method of claim 1, in which communicating to the player a report comprises communicating an aural report.

10 13. The method of claim 12, in which the aural report is communicated through a speaker associated with the gaming machine.

14. The method of claim 12, in which the aural report is communicated through a speaker remote from the gaming machine.

15 15. The method of claim 1, in which communicating to the player a report comprises communicating to the player a standard report.

16. The method of claim 1, in which communicating to the player a report comprises communicating to the player a custom report.

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17. The method of claim 1, in which communicating to the player a report comprises communicating the report to the player before the player enters a game floor.

25 18. The method of claim 17, in which the report is communicated to the player through electronic means.

19. The method of claim 1, in which communicating to the player a report further comprises communicating the report to a plurality of players.

30 20. The method of claim 19, in which the report is communicated to a subset of the plurality of players.

21. The method of claim 20, in which the subset of the plurality of players are enrolled in a player tracking system.

22. The method of claim 20, in which the subset of the plurality of players are players with high player value ratings.

5 23. The method of claim 1, in which the report comprises a color code corresponding to the payout data.

24. The method of claim 23, in which the color code is associated with the gaming machine.

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25. The method of claim 24, in which the color code is associated with a plurality of gaming machines

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26. The method of claim 25, in which the plurality of gaming machines are sortable by color code.

27. The method of claim 26, further comprising printing a map of the plurality of gaming machines.

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28. The method of claim 1, in which the record comprises data corresponding to a selected time period.

29. The method of claim 28, in which the selected time period is an elapsed time between specific payouts.

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30. The method of claim 28, in which the selected time period is configured by a user.

31. The method of claim 1, in which the record comprises data corresponding to a number of plays between winning events.

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32. The method of claim 1, in which the record comprises data corresponding to particular outcomes.

33. The method of claim 1, in which the record comprises data derived from a plurality of gaming machines.

34. The method of claim 33, in which the record is sortable by the frequency of winning events.

35. A method for generating a report of a gaming machine's past payouts, comprising:
creating a record of payout data;
tracking payout data;
storing tracked payout data in the record;
allowing a player to access a report generator;
accepting criteria to generate a report derived from the payout data;
generating the report; and
communicating the report to the player.

36. The method of claim 35, in which communicating the report to the player comprises communicating a standard report to the player.

37. The method of claim 35, in which communicating the report to the player comprises communicating a custom report to the player.

38. A system for displaying a gaming machine's historical payout data, comprising:
a gaming machine;
memory for storing a record of machine payouts; and
a report generator coupled to the memory and configured to communicate payout data to a player.

39. The system of claim 38, further comprising a plurality of gaming machines and a network interconnecting the plurality of gaming machines.

40. The system of claim 38, further comprising a display.

41. A system for displaying the past payout data of a gaming machine, comprising:
a plurality of gaming machines, each gaming machine having a display;

a server coupled to the plurality of gaming machines;
past play data stored on the server; and
a processor structured to analyze the past play data and to generate indicia on the display, the indicia corresponding to the past play data.